HERE'S SOME FUCKIN' D&D

Minimalist Roleplaying and Shit

Go to http://whothefuckismydndcharacter.com/, you fuck. Use the first one you get, unless it's *super* shitty.

Find Your Race

Human	Aw yeah, +10% XP bonus. You racist fucks.
Dragonborn	Breathe fire or something for 1d8 damage.
Dwarf	See in pitch dark, +1 to hit things with hammers.
Elf/Half-Elf	Ethereal beauty. Never sleeps. Creepy as fuck.
Gnome	Can speak to cute woodland creatures at will.
Halfling	Generally don't like adventures. Hairy-ass feet.
Half-Orc	+1 to hit people with any weapon, fuck yeah.
Tiefling	See in pitch dark, cast *darkness* 1/day. So edgy.

Find Your Class

Smashy Fuckers – d10 HD	
Barbarian	Can't read. +1 to hit with large weapons.
Fighter	+1 to do stunts and maneuvers and shit.
Monk	+2 to hit unarmed. Your fists do 1d6 damage.
Paladin	Super holy. +1 damage to undead
Sneaky Fuckers – d8 HD	
Bard	Can cast all magic in the form of a song.
Ranger	Has an animal companion with equal HD to you.
Rogue	Can do a sneak attack for x3 damage.
Magical Fuckers – d6 HD	
Cleric	Put the fear of your god into your enemies.
Druid	Turn into a bear or wolf or some shit. Awesome.
Sorcerer	1 more spell per day, but 1 less spell roll.
Warlock	Blast shit with your hell powers for 1d8 dmg.
Wizard	Pointy hat. Ultimate cosmic powers. Virgin.

Choose Equipment

Pick 3 weapons, or 2 weapons and a shield. No class restrictions because fuck that (unless you're a Druid, in which case, pick whatever you want, but it's made of bone and leather and shit). Then choose some fucking armor.

Weapon	Example	Damage
Small	*dagger, sling, rock, broken bottle*	d4
Ranged	*bow, crossbow, thrown javelin*	d6
Medium	*sword, mace, axe, big-ass club*	d8
Large	*polearm, greatsword, your mom*	d10

Armor	Armor Class (AC)	Movement (MV)
Unarmored	10	12
Leather	12	9
Chainmail	14	6
Platemail	16	3
Shield	+1	-1

Roll Hit Points

New characters get the full hit points (hp) for their hit die (HD) at level 1. So, a fighter gets 10 hp. Each time you level up, roll your HD and add that number to your total hp.

Number of Attacks

Smashy Fuckers get one extra attack for every 4 levels of advancement. No one else gets that, losers. Also, **Warlocks** can blast shit once each round, even if they already attacked with a weapon or cast a spell, because they're evil dicks. Same for **Dragonborn**, because they're badass. A **Dragonborn Warlock** can only use one per turn. Ha.

Your Fucking Character Sheet

There, you're fucking done. Alignment is the stupidest bullshit ever, so don't use it unless you're a cunt. Characters are recorded like this:

Snotlicker, Lvl 1 Gnome Rogue (AC13, MV8, HD 1d8, hp 8, #ATT 1, chainmail, shield, 1d8 mace, 1d4 dagger) *Bossy gnome rogue from a slave owning city who has gotten away with murder.*

Fighting & Shit

Initiative: Roll 1d20 + MV. **Sneaky Fuckers** get +2. Highest number goes first. This means that those chumps with tons of armor are slower and fast fuckers will shank you first.

Attack: Roll 1d20 + level. If it is equal to or greater than the targets AC the attack hits. Shit's that simple. Casting any spell counts as an attack for that round.

Damage: Roll the damage die next to the weapon, and subtract the result from the target's hp. At zero hit points you die, motherfucker.

Morale: After someone gets fucking murdered, both sides roll 1d20 and add the level (or HD) of their greatest combatant. If your total is at least twice what the other fuckers got, they lose their shit and run away. If the enemy rolled double what you got, you take a -1 penalty to all rolls until you can make a higher morale roll than them (because they are winning and you are getting scared like a bitch).

Recovery: Characters recover up to their max hit points after one full day of rest, or up to half total hit points rounded down after resting for 4 hours.

Adventuring & Shit

All feats of dungeoneering and other heroic shit are attempted by rolling 1d20 + MV. PCs add ½ their level unless stated otherwise below. Monsters add ½ their HD. A result of 20+ indicates success.

Athletics: Swimming, jumping, forcing doors, horsemanship and so on are all feats of athletics. **Smashy Fuckers** add their level rather than ½ their level. **Dragonborn**, **Dwarves**, and **Half-Orcs** add +2.

Subterfuge: Sneaking, climbing, fiddling locks, hiding, disguise, forgery, picking pockets and so on are all feats of subterfuge. **Sneaky Fuckers** add their level rather than ½ their level. **Gnomes, Halflings**, and **Tieflings** add +2.

Lore: Reading spells from scrolls, operating wands, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court and so on are all feats of lore. **Magical Fuckers** add their level rather than ½ their level. **Elves** add +2.

Dangers: Traps and dangerous shit are all over, especially in some evil wizard's fucking dungeon. If it could kill a person it does 1d8 damage, if it could kill a beast it does 2d8 damage, if it could anger a dragon it does 4d8 damage.

Saving Throws: If you done fucked up and a save is required from being poisoned or blown up or something, roll 1d20 + level (HD). **Smashy Fuckers** get +2 on saves against physical shit. **Magical Fuckers** get +2 on saves against magical shit. **Sneaky Fuckers** get +2 to save against everything because they are nimble like that. If the result is 20 or more the save is successful.

Murdering for Gold

Characters gain experience (XP) from spending the phat loot gained in dungeons and shit. Spend it all on shit like taverns and fucking whore houses and shit, I don't know. Advancement requires 2000 times your current level in XP.

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Aw Yeah, Fuckin' Magical Powers

At the beginning of each day, a character with magic powers rolls on their table to see which awesome magical powers they can fuck up their enemies with that day.

To use the table below, use the level and class of your character to see how many times they roll on their class's spell list, and then see how many times per day they can use their spells. Casters include **Clerics**, **Druids**, **Sorcerers**, and **Wizards**. Half-casters include **Bards**, **Paladins**, **Rangers**, and **Warlocks**. Remember that – it's not that fucking hard.

Level	Rolls on Spell List		Spells per Day	
	Caster	*Half-Caster*	*Caster*	*Half-Caster*
1st-2nd	2	1	2	1
3rd-4th	3	2	4	2
5th-6th	4	2	6	3
7th-8th	5	3	8	4
9th-10th	6	3	10	5
+2	+1	+½	+2	+1

For example: at the start of the day an 8th-level Ranger rolls 1d20 three times on the Druid spell list. The Ranger gets *detect poison, barkskin,* and *tree shape* (not too fuckin' bad). Since the Ranger is 8th-level, they can use those three spells up to four times that day in any damn combination they please.

Cleric & Paladin Spells

Once per round, as an attack, Clerics and Paladins can add damage equal to their level to one melee attack against an undead creature. If the Cleric or Paladin are in service to an evil god, however, they may instead have a retinue of number of 1 HD undead equal to their level. These religious types can lose their casting ability for not acting in accordance with the gods that they worship.

1	*Guidance*: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
2	*Light*: Object shines like a torch for 10 min./level.
3	*Purify Food & Drink*: Purifies 1 ft³/level of food or water.
4	*Resistance*: Subject gains +1 on saves for 1 day.
5	*Bless*: Allies gain +1 on attack rolls and checks against fear for 1 min./level.
6	*Bless Water*: Makes holy water.
7	*Cure Light Wounds*: Cures 1d8 damage +1/level.
8	*Divine Favor*: You gain +1 per three levels on attack and damage rolls for 1 minute.
9	*Magic Stone*: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
10	*Shield of Faith*: Aura grants +2 AC bonus for 1 min./level.
11	*Aid*: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
12	*Cure Moderate Wounds*: Cures 2d8 damage +1/level.
13	*Delay Poison*: Stops poison from harming subject for 1 day/level
14	*Blindness/Deafness*: Subject is blinded or deafened (your choice) permanently. Save to avoid.
15	*Create Food and Water*: Feeds three humans (or one horse)/level.
16	*Cure Serious Wounds*: Cures 3d8 damage +1/level.
17	*Prayer*: Allies get a +1 bonus on most rolls, enemies take a –1 penalty for 1 round/level.
18	*Remove Disease*: Cures all diseases affecting subject.
19	*Searing Light*: Ray deals 1d8/two levels damage, or 1d8/level against undead.
20	*Speak with Dead*: Corpse answers one question/two levels. Lasts for 1 min./level.

Druid & Ranger Spells

Druids may take the spell *wildshape* instead of any one of the spells they rolled at the beginning of the day. This means a druid can turn into some normal animal (like a bear or wolf or tiger or some shit, not a fucking griffon or dragon). Also, druids can't wear or use metal items, as it makes them lose their powers…which is kinda bullshit.

1	*Create Water*: Creates 2 gallons/level of pure water.
2	*Detect Magic*: Detects spells and magic items within 60' for 1 minute per level.
3	*Detect Poison*: Detects poison in a creature or object.
4	*Read Magic*: Read scrolls and spellbooks.
5	*Resistance*: Subject gains +1 on saves for 1 day.
6	*Entangle*: Plants entangle everyone in 40' radius for 1 minute/level.
7	*Goodberry*: 2d4 berries each cure 1 hp.
8	*Obscuring Mist*: Summon fog for 1 minute/level.
9	*Produce Flame*: Throw fire for 1d6 damage +1/level.
10	*Speak with Animals*: You can communicate with animals for 1min/level.
11	*Barkskin*: Grants +2 bonus to AC for for 10min/level.
12	*Gust of Wind*: Knocks down 1 HD or less creatures.
13	*Heat Metal*: Makes metal so hot it damages those who touch it (1 damage/round).
14	*Tree Shape*: You look just like a tree for 1hour/level.
15	*Warp Wood*: Bends wood within 20' radius.
16	*Call Lightning*: Calls down a 3d6 damage lightning bolt from the sky. Can't hit indoor targets.
17	*Speak with Plants*: You can talk to plants for 1min/level.
18	*Stone Shape*: Sculpts stone into any shape.
19	*Water Breathing*: Subjects can breathe under water for 2 hours/level divided by number of subjects.
20	*Feather Fall*: Subject falls slowly until landing.
*****	*Wildshape*: Become an animal with your HD for 1 hr/level.

Bard, Sorcerer, Warlock, & Wizard Spells

Wizards require spellbooks, Bards need song books; no one else needs books. You don't need *read magic* to read your own fucking book, dumbass, just to read others' without casting spells willy-nilly. Warlocks can lose their casting ability for not doing evil shit (in accordance with the devil they made a pact with to get their powers).

1	*Arcane Mark*: Inscribes a permanent personal rune on any nonmagical object.
2	*Detect Magic*: Detects spells and magic items within 60 ft. for up to 1 min./level.
3	*Ghost Sound*: Figment sounds for 1 round/level.
4	*Light*: Object shines like a torch for 10 min./level.
5	*Mage Hand*: 5-pound telekinesis for 1 round/level.
6	*Prestidigitation*: Performs minor tricks for 1 hour.
7	*Read Magic*: Read scrolls and spellbooks for 10 min./level.
8	*Feather Fall*: Subject falls slowly until landing.
9	*Darkness:* 20 ft³ of darkness for 10 min./level.
10	*Mage Armor*: Gives subject +4 AC for 1 hour/level.
11	*Magic Missile*: 1d6+1 damage; +1 missile/two levels.
12	*Sleep*: Puts 4 HD of creatures into magical slumber for 1 min./level.
13	*Shocking Grasp*: Touch delivers 1d6/ level electric damage.
14	*Invisibility*: Subject is invisible for 1 min./level.
15	*Knock*: Opens locked or magically sealed door.
16	*Spider Climb*: Grants ability to walk on walls and ceilings for 10 min./level.
17	*Clairvoyance*: See at a distance for 1 min./level.
18	*Dispel Magic*: Cancels magical spells and effects.
19	*Fireball*: 1d6 damage per level, 20-ft. radius.
20	*Lightning Bolt*: Electricity deals 1d6/level damage.

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